

CHARACTER RECORD SHEET



Race / Culture

Background Path

Paths

Gender

Age

Height

Weight

Hair

Eyes

Skin

Patron Deity

Allegiances

Int	<input type="radio"/>	Str	<input type="radio"/>	CR	<input type="radio"/>
Per	<input type="radio"/>	Con	<input type="radio"/>	RCR	<input type="radio"/>
Will	<input type="radio"/>	Dex	<input type="radio"/>	MR	<input type="radio"/>
Cha	<input type="radio"/>	Spd	<input type="radio"/>	HP	<input type="radio"/>

EXPERIENCE

LETHAL

SUBDUAL

QUIRKS / SPECIAL ABILITIES

SPELL PENALTY

ROLL	RESULT
0 or Less	Mishap
1 to 5	Failure
6 to 10	Partial Success
11 to 19	Full Success
20 or More	Critical Success

SKILLS

[illegible]

WEALTH

Gold Lumens -
Silver Pieces -
Copper Pieces -
Cymrilian Pentacles -
Zandir Crescents -
Dracartan Pyramids -
Quan Emperors -
Aamanian Coppers -
Imrian Brass Rings -
Oceanian Radiants -
L'Haan Adamants -

Antique Coins -

Gems and Jewelry

ANIMAL COMPANION

Name -

Type -

INT		STR	
PER		CON	
WIL		DEX	
CHA		SPD	
MR		CR	

HP -

ARMOR -

ATTACKS -

SPECIAL ABILITIES / NOTES -

ARMOR

Armor / Shield	PR	Max DR	Wt

WEAPONS

Weapon	DR	Wt

GEAR

ORDER (Key Ability) _____

PHYSICAL COMPONENTS

ADVANTAGES

LIMITATIONS

MODES

MODE	ATTRIBUTE	ATTRIBUTE MOD	RANKS	MODE MOD
Attack				
Conjuration				
Divination				
Enchantment				
Illusion				
Influence				
Move				
Transmutation				
Ward				

ORDER (Key Ability) _____

PHYSICAL COMPONENTS

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**MAGICAL / ALCHEMICAL
INGREDIENTS**

ENCHANTMENTS

GRIMOIRE

Spell / Effects

Spell / Effects

Spell / Effects

Spell / Effects

Spell / Effects

Spell / Effects

Spell / Effects

Spell / Effects

Spell / Effects

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